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1 Effects & techniques

 Dominic Filion, Rob McNaughton

August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes

Publisher: ACM

Full text available:  Pdf (4.54 MB)

Additional Information: [full citation](#), [abstract](#), [...](#)

Bibliometrics: Downloads (6 Weeks): 54, Downloads (12 Months): 274, Citation


In this chapter we present the techniques and algorithms used for comp context of the *StarCraft II* real-time strategy game. We will go over s the technology used to empower our artists ...

2 Multi-grained level of detail using a hierarchical seamless texture atl

 Krzysztof Niski, Budirijanto Purnomo, Jonathan Cohen

April 2007 **13D '07**: Proceedings of the 2007 symposium on Interactive 3D

Publisher: ACM

Full text available:  Pdf (2.43 MB)

Additional Information: [full citation](#), [abstract](#), [...](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 77, Citation


Previous algorithms for view-dependent level of detail provide local mes finest granularity or at a fixed, coarse granularity. The former provides often at the expense of heavy CPU usage and low triangle ...

Keywords: geometry image, level of detail, out-of-core, parametrizatic

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3 An interactive introduction to OpenGL programming

 Dave Shreiner, Ed Angel, Vicki Shreiner

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  Pdf (3.35 MB)

Additional Information: [full citation](#), [abstract](#), [...](#)

Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 150, Citation


"An Interactive Introduction to OpenGL Programming" provides an over Application Programming Interface (API), a library of subroutines for dr objects and images on a computer. After the completion of the course,

4

Point based animation of elastic, plastic and melting objects

M. Müller, R. Keiser, A. Nealen, M. Pauly, M. Gross, M. Alexa
August 2004 **SCA '04**: Proceedings of the 2004 ACM SIGGRAPH/Eurographics
animation

Publisher: Eurographics Association


Full text available:  Pdf (305.14 KB)

Additional Information: full citation, appendices,
references, cited by, in

Bibliometrics: Downloads (6 Weeks): 18, Downloads (12 Months): 178, Citation


We present a method for modeling and animating a wide spectrum of volume material properties anywhere in the range from stiff elastic to highly plastic surface representation are point based, which allows arbitrarily ...

5 Shape-based retrieval and analysis of 3D models

 Thomas Funkhouser, Michael Kazhdan

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM


Full text available:  Pdf (12.56 MB)

Additional Information: full citation, abstract

Bibliometrics: Downloads (6 Weeks): 102, Downloads (12 Months): 682, Citation

Large repositories of 3D data are rapidly becoming available in several fields: CAD, molecular biology, and computer graphics. As the number of 3D models increases, the need for computer algorithms to help people find ...

6 The RACE II engine for real-time volume rendering

 Harvey Ray, Deborah Silver

August 2000 **HW '00**: Proceedings of the ACM SIGGRAPH/EUROGRAPHICS
hardware

Publisher: ACM


Full text available:  Pdf (785.19 KB)

Additional Information: full citation, abstract, references


Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 21, Citation

In this paper, we present the RACE II Engine, which uses a hybrid volume rendering technique that combines algorithmic and hardware acceleration to maximize ray casting throughput while minimizing the total amount of volume memory throughput contained in ...

7 An interactive introduction to OpenGL and OpenGL ES programming

 December 2008 **SIGGRAPH Asia '08**: SIGGRAPH ASIA 2008 courses

Publisher: ACM


Full text available:  Pdf (3.09 MB)

Additional Information: full citation, abstract

Bibliometrics: Downloads (6 Weeks): 173, Downloads (12 Months): 173, Citation


OpenGL is a library for doing computer graphics. By using it, you can create and render high-quality color images composed of 3D geometric objects.

8 Level-of-detail volume rendering via 3D textures

 Manfred Weiler, Rüdiger Westermann, Chuck Hansen, Kurt Zimmermann, ...

October 2000 **VVS '00**: Proceedings of the 2000 IEEE symposium on Volume Visualization


Publisher: ACM

Full text available:  Pdf (1.04 MB)

Additional Information: full citation, references

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 88, Citation

9 Simulation of smoke based on vortex filament primitives

 Alexis Angelidis, Fabrice Neyret

July 2005 **SCA '05: Proceedings of the 2005 ACM SIGGRAPH/ Eurographic animation**


Publisher: ACM

Full text available:  Pdf (407.97 KB) Additional Information: [full citation](#), [abstract](#), [bibliometrics](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 102, Citation

We describe a method that permits the high performance simulation of smoke, with high-level control for the artist. Our key primitives are vorticity defines a flow as well as velocity does, and ...

10 Facial modeling and animation

 Jörg Haber, Demetri Terzopoulos

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM

Full text available:  Pdf (18.15 MB) Additional Information: [full citation](#), [abstract](#), [bibliometrics](#)

Bibliometrics: Downloads (6 Weeks): 136, Downloads (12 Months): 961, Citation



In this course we present an overview of the concepts and current technology in facial modeling and animation. We introduce this research area by its history and application. A prerequisite for facial modeling, data acquisition is discussed ...

11 A hardware architecture for surface splatting

 Tim Weyrich, Simon Heinze, Timo Aila, Daniel B. Faenacht, Stephan Oetli, Simon Mall, Kaspar Rohrer, Norbert Felber, Hubert Kaelin, Markus Gross

August 2007 **SIGGRAPH '07: SIGGRAPH 2007 papers**

Publisher: ACM

Full text available:  Mov (25:4 MIN),  Pdf (1.97 MB) Additional Information: [full citation](#), [abstract](#), [bibliometrics](#)

Bibliometrics: Downloads (6 Weeks): 55, Downloads (12 Months): 294, Citation


We present a novel architecture for hardware-accelerated rendering of point cloud representations. It implements a refined version of EWA splatting, a high quality method for point sampled representations. A central feature of ...

Keywords: 3D graphics hardware, data structures, point-based rendering, surface splatting

Also published in:

July 2007 **Transactions on Graphics (TOG)** Volume 26 Issue 3

12 Cut-and-paste editing of multiresolution surfaces

 Henning Buermann, Ioana Martin, Fausto Bernardini, Denis Zorin

July 2002 **SIGGRAPH '02: Proceedings of the 29th annual conference on interactive techniques**

Publisher: ACM

Full text available:  Pdf (10.24 MB) Additional Information: [full citation](#), [abstract](#), [bibliometrics](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 81, Citation


Cutting and pasting to combine different elements into a common structure


operations that have been successfully adapted to many media types. S benefit from the availability of a general, robust, and efficient ...

Also published in:

July 2002 **Transactions on Graphics (TOG)** Volume 21 Issue 3

13 Point-based computer graphics

 Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger
August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**
Publisher: ACM


Full text available:  Pdf (8.94 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)

Bibliometrics: Downloads (6 Weeks): 147, Downloads (12 Months): 526, Citations (6 Months): 1

This course introduces points as a powerful and versatile graphics primitive. It covers the latest concepts for the acquisition, representation, modeling, processing and rendering of sampled geometry along with applications and research ...


14 FastSplats: optimized splatting on rectilinear grids

Jian Huang, Roger Crawfis, Naeem Shareef, Klaus Mueller
October 2000 **VIS '00: Proceedings of the conference on Visualization '00**
Publisher: IEEE Computer Society Press

Full text available:  Pdf (2.44 MB) Additional Information: [full citation](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 21, Citations (6 Months): 1


15 Geometric modeling based on triangle meshes


 Mario Botsch, Mark Pauly, Christian Rossi, Stephan Bischoff, Leif Kobbelt
July 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses**
Publisher: ACM

Full text available:  Pdf (24.22 MB) Additional Information: [full citation](#), [references](#), [index](#)

Bibliometrics: Downloads (6 Weeks): 67, Downloads (12 Months): 625, Citations (6 Months): 1

16 A suggestive interface for image guided 3D sketching

 Steve Tsang, Ravin Balakrishnan, Karan Singh, Abhishek Panjan
April 2004 **CHI '04: Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM


Full text available:  Pdf (1.01 MB) Additional Information: [full citation](#), [abstract](#), [review](#)



Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 116, Citations (6 Months): 1

We present an image guided pen-based suggestive interface for sketching 3D objects. Rather than starting from a blank canvas, existing 2D images of similar objects are shown to the user. Image based filters enable attraction, smoothing, ...

Keywords: image based interaction, sketching interfaces

17 Floral diagrams and inflorescences: interactive flower modeling using constraints

 Takashi Ijiri, Shigeru Owada, Makoto Okabe, Takeo Igarashi
July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Papers**
Publisher: ACM

Full text available:  Mov (24:22 MIN),  Pdf (961.04 KB) Additional Information: [full citation](#), [index b](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 129, Citation


We present a system for modeling flowers in three dimensions quickly a correct botanical structures. We use *floral diagrams* and *inflorescences*, botanists to concisely describe structural ...

Keywords: 3D modeling, floral diagram, flower, inflorescence, sketch-t

Also published in:

July 2005 **Transactions on Graphics (TOG)** Volume 24 Issue 3

18 [Interactive geometry remeshing](#)

 Pierre Alliez, Mark Meyer, Mathieu Desbrun

July 2002 **SIGGRAPH '02**: Proceedings of the 29th annual conference on interactive techniques

Publisher: ACM

Full text available:  Pdf (14.91 MB) Additional Information: [full citation](#), [abstract](#), [index b](#)

Bibliometrics: Downloads (6 Weeks): 17, Downloads (12 Months): 133, Citation

We present a novel technique, both flexible and efficient, for interactive geometry. First, the original (arbitrary genus) mesh is substituted by a parameter space. Using these maps, our algorithm is then able ...

Also published in:


July 2002 **Transactions on Graphics (TOG)** Volume 21 Issue 3

19 [Real-time volume graphics](#)

 Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rex

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes


Publisher: ACM

Full text available:  Pdf (7.63 MB) Additional Information: [full citation](#), [abstract](#), [index b](#)

Bibliometrics: Downloads (6 Weeks): 75, Downloads (12 Months): 635, Citation


The tremendous evolution of programmable graphics hardware has made volume graphics a reality. In addition to the traditional application of real scientific visualization, the interest in applying these techniques ...

20 [Floral diagrams and inflorescences: interactive flower modeling using constraints](#)

 Takashi Iijiri, Shigeru Owada, Makoto Okabe, Takeo Igarashi

August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses

Publisher: ACM

Full text available:  Pdf (1.14 MB) Additional Information: [full citation](#), [abstract](#), [index b](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 73, Citation

We present a system for modeling flowers in three dimensions quickly a correct botanical structures. We use *floral diagrams* and *inflorescences*, botanists to concisely describe structural ...

Keywords: 3D modeling, floral diagram, flower, inflorescence, sketch-t

Re

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- 1 **Hardware-Based Nonlinear Filtering and Segmentation using High-L**
Ivan Viola, Armin Kanitsar, Meister, Eduard Gröller
October 2003 **VIS '03: Proceedings of the 14th IEEE Visualization 2003 (VI**
Publisher: IEEE Computer Society
Full text available:  Pdf (11.33 MB) **Additional Information:** [full citation](#), [abstract](#),
Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 36, Citation (

Non-linear filtering is an important task for volume analysis. This paper presents implementations of various non-linear filters for volume smoothing with level shading language is used in combination with latest ...

Keywords: Non-linear Filtering, Segmentation, Hardware Acceleration

- 2 **Leo: a system for cost effective 3D shaded graphics**
 Michael F. Deering, Scott R. Nelson
September 1993 **SIGGRAPH '93: Proceedings of the 20th annual conference on interactive techniques**
Publisher: ACM
Full text available:  Pdf (241.27 KB) **Additional Information:** [full citation](#), [reference](#)
Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 36, Citation (

Keywords: 3D graphics hardware, antialiased lines, floating-point micropolygon parallel graphics algorithms, rendering

- 3 **Flow simulations using particles: bridging computer graphics and CF**
 Petros Koumoutsakos, Georges-Henri Cottet, Diego Rosinelli
August 2008 **SIGGRAPH '08: SIGGRAPH 2008 classes**
Publisher: ACM
Full text available:  Mov (204:31 MIN),  Pdf (48.21 MB) **Additional Information:** [full citation](#)
Bibliometrics: Downloads (6 Weeks): 105, Downloads (12 Months): 420, Citation (


The simulation of the motion of interacting particles is a deceptively simple method for exploring and animating flows in physical systems as diverse as sea waves, unsteady aerodynamics and nanofluidics.

- 4 **An accelerating splatting algorithm based on multi-texture mapping**
Han Xiao, De-Gui Xiao

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November 2006 **GRAPHITE '06**: Proceedings of the 4th international conference on interactive techniques in Australasia and Southeast Asia

Publisher: ACM

Full text available: Pdf (134.80 KB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 47, Citation (

Texture-mapping hardware has been successfully exploited for volume rendering. We combine splatting method with 2D texture mapping efficiently and propose a new algorithm based volume rendering accelerated by multi-processor.

Keywords: footprint, multi texture blending, splatting, volume rendering

5 Gaze-contingent display using texture mapping and OpenGL: system



Stavri G. Nikolov, Timothy D. Newman, Dave R. Bull, Nishan C. Canagarajah, Gilchrist

March 2004 **ETRA '04**: Proceedings of the 2004 symposium on Eye tracking

Publisher: ACM

Full text available: Pdf (685.03 KB)

Additional Information: [full citation](#), [appendix](#), [references](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 114, Citation

This paper describes a novel gaze-contingent display (GCD) using texture mapping. The new system has a number of key features: (a) it is platform independent and runs on both PCs and under different operating systems; (b) ...

Keywords: display, eye-tracking, gaze-contingent, image analysis, image synthesis, OpenGL, texture mapping

6 Real-time shadowing techniques



Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgus, August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: Pdf (11.17 MB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 52, Downloads (12 Months): 228, Citation

Shadows heighten realism and provide important visual cues about the objects. But integration of robust shadow shadowing techniques in real-time rendering is a difficult task. In this course on how shadows are incorporated ...

7 Shear-Warp deluxe: the Shear-Warp algorithm revisited

Jon Sweeney, Klaus Mueller

May 2002 **VISSYM '02**: Proceedings of the symposium on Data Visualization

Publisher: Eurographics Association


Full text available: Pdf (889.04 KB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 27, Citation (


Despite continued advances in volume rendering technology, the Shear-Warp algorithm, conceived as early as 1994, still remains the world's fastest purely software volume rendering algorithm. The impressive speed of near double-digit framerates ...

8 Crowd and group animation

 Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Re

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  Pdf (20.19 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 86, Downloads (12 Months): 588, Citation


A continuous challenge for special effects in movies is the production of rendering and behavior. This course will present state-of-the-art tech will explain in details the different ...

9 Splatting without the blur

Klaus Mueller, Torsten Möller, Roger Crawfis

October 1999 **VIS '99**: Proceedings of the conference on Visualization '99: I

Publisher: IEEE Computer Society Press


Full text available:  Pdf (283.67 KB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 36, Citation


Splatting is a volume rendering algorithm that combines efficient volum representation: Only voxels that have values inside the iso-range need voxels can be projected via efficient rasterization ...

10 Performance OpenGL: platform independent techniques or

 Tom True, Brad Grantham, Bob Kuehne, Dave Shreiner

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  Pdf (1.03 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 92, Citation


The OpenGL Application Programming Interface (API) is the most widely computer-graphics interface available to programmers today. Such broe different graphics hardware presents challenges in maximizing ...

11 Effects & techniques

 Dominic Filion, Rob McNaughton

August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes

Publisher: ACM


Full text available:  Pdf (4.54 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 54, Downloads (12 Months): 274, Citation



In this chapter we present the techniques and algorithms used for comp of the *StarCraft II*® real-time strategy game. We will go over some of t technology used to empower our artists ...

12 Game Development: Harder Than You Think

 Jonathan Blow


February 2004 **Queue** , Volume 1 Issue 10

Publisher: ACM


Full text available:  Html (30.21 KB),  Pdf (943.03 KB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 708, Downloads (12 Months): 1125, Cita

13 [Visualization of areas of interest in software architecture diagrams](#)

 H. Byelas, A. Telea

September 2006 **SoftVis '06**: Proceedings of the 2006 ACM symposium on
Publisher: ACM

Full text available:  Pdf (7.27 MB)


Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 131, Citation

Understanding complex software systems requires getting insight in how performance, trust, reliability, or structural attributes, correspond to the properties can be seen as defining several 'areas ...


Keywords: UML diagrams, architecture visualization, areas of interest,

14 [Developing mobile 3D applications with OpenGL ES and M3G](#)

 Kari Pulli, Jani Vaarala, Ville Miettinen, Tomi Aarnio, Mark Callow


July 2005 **SIGGRAPH '05**: SIGGRAPH 2005 Courses

Publisher: ACM

Full text available:  Pdf (9.22 MB) Additional Information: [full citation](#)


Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 292, Citation

15 [Level set and PDE methods for computer graphics](#)

 David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Et

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  Pdf (17.07 MB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 134, Downloads (12 Months): 1085, Citation


Level set methods, an important class of partial differential equation (PDE) surfaces implicitly as the level set (iso-surface) of a sampled, evolving surface with preparatory material that introduces the ...

16 [Video-based rendering](#)

 Marcus Magnor, Marc Pollefeys, German Cheung, Wojciech Matusik, Christi


July 2005 **SIGGRAPH '05**: SIGGRAPH 2005 Courses

Publisher: ACM

Full text available:  Pdf (5.15 MB) Additional Information: [full citation](#)


Bibliometrics: Downloads (6 Weeks): 27, Downloads (12 Months): 271, Citation

17 [StoreGPU: exploiting graphics processing units to accelerate distributed](#)

 Samer Al-Kiswani, Abdullah Gharaibeh, Elizeu Santos-Neto, George Yuan,

June 2008 **HPDC '08**: Proceedings of the 17th international symposium on
computing

Publisher: ACM

Full text available:  Pdf (638.90 KB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 25, Downloads (12 Months): 123, Citation

Today Graphics Processing Units (GPUs) are a largely underexploited resource for a possible cost-effective enhancement to high-performance systems. To exploit GPUs are specialized scientific applications. ...

Keywords: gpu hashing, graphics processing unit, middleware, storage

18 [A review of vessel extraction techniques and algorithms](#)



Cemil Kirbas, Francis Quek

June 2004 **Computing Surveys (CSUR)**, Volume 36 Issue 2

Publisher: ACM

Full text available: Pdf (8.06 MB)

Additional Information: [full citation](#), [abstract](#).

Bibliometrics: Downloads (6 Weeks): 101, Downloads (12 Months): 701, Citations

Vessel segmentation algorithms are the critical components of circulator
We present a survey of vessel extraction techniques and algorithms. We
extraction approaches and techniques in perspective ...

Keywords: Magnetic resonance angiography, X-ray angiography, medical
vessel extraction

19 [Introduction to computer graphics](#)



December 2008 **SIGGRAPH Asia '08: SIGGRAPH ASIA 2008 courses**

Publisher: ACM

Full text available: Pdf (7.64 MB)

Additional Information: [full citation](#), [reference](#)

Bibliometrics: Downloads (6 Weeks): 45, Downloads (12 Months): 45, Citations

20 [Feature synthesized EM algorithm for image retrieval](#)



Rui Li, Bir Bhanu, Anlei Dong

May 2008 **Transactions on Multimedia Computing, Communications
(TOMCCAP)**, Volume 4 Issue 2

Publisher: ACM

Full text available: Pdf (11.83 MB)

Additional Information: [full citation](#), [abstract](#).

Bibliometrics: Downloads (6 Weeks): 21, Downloads (12 Months): 209, Citations

As a commonly used unsupervised learning algorithm in *Content-Based
Expectation-Maximization* (EM) algorithm has several limitations, including
and the convergence at a local maximum. In ...

Keywords: Coevolutionary feature synthesis, content-based image retrieval
semi-supervised learning

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